

Drawn To Life 20 Golden Years Of Disney Master Classes The Walt Stanchfield Lectures Volume 1

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Quick Sketching with Ron Husband - Ron Husband 2019-03-04

Quick Sketching with Ron Husband offers instruction to quick sketching and all its techniques. From observing positive and negative space and learning to recognize simple shapes in complex forms to action analysis and using line of action, this Disney legend teaches you how to sketch using all these components, and how to do it in a matter of seconds. Watch his drawings as he grows from a young, talented artist, to a true Disney animator. Follow him as he goes around the world and sketches flamenco dancers, football players, bakers, joggers, lions, tigers, anyone, and anything. Key Features Get tips on quick sketching from a Disney legend who has animated or supervised some of your favourite recent Disney movies like The Fox and the Hound, The Little Mermaid, and Beauty and the Beast. Features artist's guide and handbook which provides instruction while chronicling the author's growth as an artist. Quickly try out Husband's instructions and tips as you learn them in a sketchbook at the back of the book. This new edition re-emphasizes the four basic shapes and how important it is to recognize them in fast action. Stressing the importance of observation and the vital part this discipline plays in sketching.

Drawn to Life: 20 Golden Years of Disney

Master Classes Volume 1 - Walt Stanchfield 2013-04-03

Discover the lessons that helped bring about a new golden age of Disney animation! Published for the first time ever, Drawn to Life is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form. Written by Walt Stanchfield (1919-2000), who began work for the Walt Disney Studios in the 1950s. His work can be seen in films like Sleeping Beauty, The Jungle Book, 101 Dalmatians, and Peter Pan. Edited by Academy Award®-nominated producer Don Hahn, who has produced such classic Disney films as Beauty and the Beast and The Lion King.

Composition for the 21st 1/2 century, Vol 2 - Thomas Paul Thesen 2019-10-02

Composition for the 21st 1/2 century: Characters in Animation focuses on characters and their application in animation, illustration, games, and

films. It covers various technical aspects of character design and their artistic applicability. This book analyzes in detail the purpose of these character design features and provides examples of their impact. Emphasis is placed on each aspect and how it affects and is affected by the narrative. Additionally, complex case studies that assist in explaining the successful use of these concepts in films and animation are included. This book is geared toward students; however, it is also reader-friendly for professionals. Composition for the 21st 1/2 century: Characters in Animation's goal is to comprehend composition as an artistic tool and as a significant part of the professional character design process. Key Features: Teaches the complexity of composition in the professional character design process. Closes the gap between praxis and theory in character design. Explains how to produce believable characters that express their narrative in the visuals. Discusses the need for artistic reasoning in character design. Presents case studies to assist readers in understanding the process as they progress through this book. Author Bio: For more than twenty years, Thomas Paul Thesen's career has been about learning and understanding the complexities of art, animation, and image-making, both in still illustration, drawing, and photography and in the moving image. He has worked in the industry as a character animator and visual development artist for companies such as Pixar, DreamWorks, and Sprite Animation Studios. He has also taught for many years at universities across Asia, the USA, and the UK.

[That's All Folks!](#) - Steve Schneider 1990

Here is the first comprehensive record of the classic Warner Bros. cartoon studio, wonderfully and richly illustrated in full color. "This comic valentine offers impeccable research, interviews with the animated geniuses who breathed life and laughter into their Looney Tunes, and hundreds of rare illustrations".--Time. 225 full-color illustrations. 100 line drawings.

[Character Animation Crash Course!](#) - Eric Goldberg 2008

Detailed text and drawings illuminate how to conceive animated characters.

Animation - Hannes Rall 2017-12-06

This book explains the creation of animation

from concept to production. Instead of focusing on singular aspects of animation production, talented animators can learn to make better films by understanding the process as a whole. Veteran independent filmmaker Hannes Rall teaches you how to develop an animation project from the very start of conceptual exploration though to completed production. Subjects like script, storyboarding, character and production design illuminate the pre-production process; later chapters explain the production process applied to different animation techniques like 2D animation, 3D computer animation and stop motion. This book is just the right mix of practical advice, lavish illustrations, and industry case studies to give you everything you need to start creating animation today. Key Features Learn the concepts of film animation production from an expert instructor Interviews with legends Andreas Deja, Hans Bacher and Volker Engel Robust coverage of the pre-production process, from script to storyboarding and visual development Includes a glossary and further reading recommendations

Sketching for Animation - Peter Parr

2017-07-06

Drawing and sketching are central to the art of animation and can be crucial tools in designing and developing original stories, characters and layouts. Sketching for Animation offers a wealth of examples, exercises and tips from an army of professional animators to help you develop essential sketching, technical drawing and ideation techniques. With interviews and in-depth case studies from some of today's leading animators, including Bill Plympton, Glen Keane, Tori Davis and John Canemaker, this is a unique guide to turning your sketchbook - the world's cheapest, most portable pre-visualisation tool - into your own personal animation armory.

CSS Animations and Transitions for the

Modern Web - Steven Bradley 2014-11-10

Modern websites use a variety of animated effects not only to improve usability but also to delight and surprise users. Some of these effects require complex scripting or programming skills, but many are within the grasp of designers who are already familiar with CSS and HTML. CSS Animations and Transitions for the Modern Web shows designers how to add movement to web pages over time using CSS3 style definitions.

Author Steven Bradley begins as simply as possible and uses elementary skills as the basis for more advanced techniques. Conceptual explanation is combined with specific examples to give designers a solid foundation in the art of creating dynamic and appealing websites. Steven's examples are posted at peachpit.com so readers can see the animations in action and download the code files for further study. Instructions for access are in the "Getting Started" section. With *CSS Animations and Transitions for the Modern Web*, you'll learn how to make your websites more vibrant and compelling with user interfaces that are functional, reliable, and usable, as well as beautiful. Up-to-date information on current browser support for CSS animations and transitions An introduction to manipulating web page objects in both 2D and 3D space Techniques for creating smooth transitions between object states An overview of Disney's principles for creating realistic animation and how they apply to web page designs

[100 Tuesday Tips](#) - 2015-07-08

This collection of art tips and techniques is for enthusiasts of drawing, painting, animation, and illustration. It's a way for the authors of this book to revisit the basic foundations of their craft and to share some of the knowledge learned over the years.

[Directing the Story](#) - Francis Glebas 2012-10-12

Francis Glebas, a top Disney storyboard artist, shows how to reach the ultimate goal of animation and moviemaking by showing how to provide audiences with an emotionally satisfying experience. *Directing the Story* offers a structural approach to clearly and dramatically presenting visual stories. With Francis' help you'll discover the professional storytelling techniques which have swept away generations of movie goers and kept them coming back for more. You'll also learn to spot potential problems before they cost you time or money and offers creative solutions to solve them. Best of all, it practices what it preaches, using a graphic novel format to demonstrate the professional visual storytelling techniques you need to know.

[The Alchemy of Animation](#) - Don Hahn

2008-10-07

The Alchemy of Animation: Making an Animated Film in the Modern Age is a step-by-step

introduction to animated filmmaking from one of the foremost producers of animated features. By drawing (sorry!) upon more than seven decades of Disney's classic and beloved animated films, this stunning book explores the role of the directors, story artists, songwriters, and animators who each play an integral role in the creation of an animated feature. This book includes a special focus on the digital techniques of filmmaking and fresh, behind-the-scenes work from the most current Disney films, including *Chicken Little*, *Meet the Robinsons*, and *Bolt*, as well as showing other forms of animation such as the stop-motion of Tim Burton's *Nightmare Before Christmas* and *James and the Giant Peach*.

The Noble Approach - Tod Polson 2013-08-13

This extraordinary volume examines the life and animation philosophy of Maurice Noble, the noted American animation background artist and layout designer whose contributions to the industry span more than 60 years and include such cartoon classics as *Duck Dodgers in the 24 ½th Century*, *What's Opera, Doc?*, and *The Road Runner Show*. Revered throughout the animation world, his work serves as a foundation and reference point for the current generation of animators, story artists, and designers. Written by Noble's longtime friend and colleague Tod Polson and based on the draft manuscript Noble worked on in the years before his death, this illuminating book passes on his approach to animation design from concept to final frame, illustrated with sketches and stunning original artwork spanning the full breadth of his career.

Drawn to Life: 20 Golden Years of Disney Master Classes - Walt Stanchfield 2023-06-28

Drawn to Life is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Glen Keane, and John Lasseter.

[Picture This](#) - 2016-08-16

Molly Bang's brilliant, insightful, and accessible treatise is now revised and expanded for its 25th anniversary. Bang's powerful ideas—about how the visual composition of images works to engage the emotions, and how the elements of

an artwork can give it the power to tell a story—remain unparalleled in their simplicity and genius. Why are diagonals dramatic? Why are curves calming? Why does red feel hot and blue feel cold? First published in 1991, *Picture This* has changed the way artists, illustrators, reviewers, critics, and readers look at and understand art.

Character Mentor - Tom Bancroft 2012-11-12
You've researched your character extensively, tailored her to your audience, sketched hundreds of versions, and now you lean back content as you gaze at your final character model sheet. But now what? Whether you want to use her in an animated film, television show, video game, web comic, or children's book, you're going to have to make her perform. How a character looks and is costumed starts to tell her story, but her body language reveals even more. *Character Mentor* shows you how to pose your character, create emotion through facial expressions, and stage your character to create drama. Author Tom Bancroft addresses each topic with clear, concise prose, and then shows you what he really means through commenting on and redrawing artwork from a variety of student "apprentices." His assignments allow you to join in and bring your drawing to the next level with concrete techniques, as well as more theoretical analysis. *Character Mentor* is an apprenticeship in a book. Professional artists from a variety of media offer their experience through additional commentary. These include Marcus Hamilton (*Dennis the Menace*), Terry Dodson (*X-Men*), Bobby Rubio (Pixar), Sean "Cheeks" Galloway (*Spiderman* animated), and more. With a foreword by comicbook artist Adam Hughes, who has produced work for DC, Marvel Comics, Lucasfilm, Warner Bros. Pictures, and other companies.

Timing for Animation - Tom Sito 2013-04-26
The classic work on animation principles, now fully updated for the digital age.

Vilppu Drawing Manual - 2017-09-27
Expanded and updated color edition of Glenn Vilppu's famous *Vilppu Drawing Manual*, a book that takes you through drawing the human figure step-by-step, from gesture to construction, anatomy and light, teaching you to analyze and understand what you are seeing rather than copying. This gives you skills to

bring your drawings to life whether done from the model or imagination. This is the foundation of the courses he teaches at Studios and Universities worldwide as well as his online school vilppuacademy.com

Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1 the Walt Stanchfield Lectures - Schell 2014-05-09

Discover the lessons that helped bring about a new golden age of Disney animation! Published for the first time ever, *Drawn to Life* is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. **The Drawing Club** - Bob Kato 2014-07-01

Are you a fan of film, comics, video games and animation? Do you love to draw and tell stories? If so, you are like the hundreds of artists who come to expand and broaden their skills at Los Angeles' original character drawing workshop, *The Drawing Club*. Since 2002, artists from all over the LA region have gathered each Thursday night at a special place where story and character are interpreted from life. In *The Drawing Club*, many of these professional working artists and the club's founder, Bob Kato, will teach you how to think differently about drawing characters from life—and, in true *Drawing Club* spirit, have a good time doing it! Whether you're a full-time commercial artist, a hobbyist, or you just like to draw, the exercises in *The Drawing Club* are for you! - Learn how to translate the world from 3D to 2D. - Tell a story through your work. - Gain insights into various materials. - Examine comic approaches to drawing. - Discover how to develop your voice as an artist. - An impressive gallery showcases the fine work and inspiring characters from many of the master artists and animators working today!

Animation Art - Jerry Beck 2004-10-26

This large format, comprehensive, high quality and visually rich art book covers the history of animation throughout the world, focusing heavily on the North American creative engines of Disney, Warner and now the new, small production CGI houses. The book is divided into world regions to reveal the clear developments in each area, but heavy cross referencing will show the increasing internationalization of animation from the 1930's when the industry and creative imagination of Walt Disney began to infect artists and producers the world over,

revealed most recently in The Matrix phenomenon where the bridge between the first and subsequent films, (Animatrix, nine animated shorts), was provided by a pioneering collaboration between US and Japanese animation studios. Beginning with the earliest in animation, we follow the few individuals who worked on their own to develop techniques that would soon transform animation into a mass-market phenomenon. In recent years, animation has been hugely impacted by the arrival of the computer, seen in films such as Toy Story and Shrek. Computers have pushed animation to the limit by achieving fine, detailed, real-world rendering techniques that challenge the next generation of animators.

The Art of Rick and Morty - Justin Roiland
2017-09-12

Featuring exclusive never before seen concept art with a killer Glow-in-the-Dark cover, this is the art book that Rick and Morty fans have been waiting for! The animated science-fiction adventures of Rick and Morty are irreverent, shocking, and hilarious--from the cynical and rapid-fire one liners, to the grotesquely and endearing character designs. Now, take a deep trans-dimensional dive into the creation of these many insane universes with The Art of Rick and Morty! This new book is a must-have, not only for followers of the series, but for fans of animation as well! Featuring intimate commentary from the show's creators accompanying a vast collection of process, concept, and production art, this volume offers a tantalizing exploration of one of the most outlandish and beloved shows on television. Don't miss your chance to see the amazing art that goes into creating this twisted and fantastic Adult Swim series!

Draw Longer, Draw Stronger - Kriota Willberg
2018-04

Understand repetitive drawing injuries from the perspective of a committed drawer: explore R.I.C.E. Therapy, avoid worsening your injuries, preventive tips, and more!

Composition for the 21st 1/2 century, Vol 1 - Thomas Paul Thesen
2022-06-01

Composition for the 21st 1/2 century: Image-Making for Animation focuses on composition and its technical and artistic application in animation, illustration, games, and films. It

covers all aspects of design and discusses in detail their artistic applicability and impact on image and narrative. Emphasis is placed on the ability of each aspect to support and affect the narrative. Additional case studies explain the successful use of these concepts in films and animation. This book is geared toward students; however, it is also reader-friendly for professionals. Composition for the 21st 1/2 century: Image-Making for Animation's goal is to comprehend composition as an artistic tool and as a significant part of the professional image-making process. Key Features: Teaches the complexity of composition in image-making. Closes the gap between praxis and theory in animation. Explains how to produce images that support the narrative in their visuals. Discusses the need for artistic reasoning in image-making. Presents case studies that assist the reader in understanding the process as they progress through this book. Author Bio: For more than twenty years, Thomas Paul Thesen's career has been about learning and understanding the complexities of art, animation, and image-making, both in still illustration, drawing, and photography, and in the moving image. He has worked in the industry as a character animator and visual development artist for companies such as Pixar, DreamWorks, and Sprite Animation Studios. He has also taught for many years at universities across Asia, the USA, and the UK.

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The Nine Old Men: Lessons, Techniques, and Inspiration from Disney's Great Animators - Andreas Deja
2015-09-16

Learn from the men who changed animation forever Walt Disney's team of core animators, who he affectionately called his "Nine Old Men," were known for creating Disney's most famous works, as well as refining the 12 basic principles of animation. Follow master animator and

Disney legend Andreas Deja as he takes you through the minds and works of these notable animators. An apprentice to the Nine Old Men himself, Deja gives special attention to each animator and provides a thoughtful analysis on their techniques that include figure drawing, acting, story structure, and execution. The in-depth analysis of each animator's work will allow you to refine your approach to character animation. Rare sequential drawings from the Disney archives also give you unprecedented access and insight into the most creative minds that changed the course of animation.

Instruction and analysis on the works of each of the Nine Old Men broaden your creative choices and approaches to character animation. Original drawings, some never-before-seen by the public are explored in depth, giving you behind-the-scenes access into Disney animation history. Gain first-hand insight into the foundation of timeless characters and scenes from some of Disney's most memorable feature and short films.

Drawn to Life - Walt Stanchfield 2013

Acting for Animators - Ed Hooks 2003

This revised edition offers the theories and practices Hooks has developed in his workshops, with expanded coverage of acting in video games, story structure, and the work on emotion in the human face being done by Paul Ekman.

[Drawn to Life](#) - Walt Stanchfield 2009

Discover the lessons that helped bring about a new golden age of Disney animation! Published for the first time ever, *Drawn to Life* is a two volume collection of the legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form. Written by Walt Stanchfield (1919-2000), who began work for the Walt Disney Studios in the 1950s. His work can be seen in films like *Sleeping Beauty*, *The Jungle Book*, *101 Dalmatians*, and *Peter Pan*. Edited by Academy Award®-

nominated producer Don Hahn, who has produced such classic Disney films as *Beauty and the Beast* and *The Lion King*.

Directing Animation - David B. Levy
2010-11-02

"Dave's book is a terrific collection of real stories from the animation world. Many of them are proof that a director needs to think with both sides of her or his brain. I don't think they teach this stuff in art school."---Brown Johnson, president, Nickelodeon Animation. "Directing Animation is as much a book on management, leadership, and people skills as it is a book on animation. Any person leading a creative team in any field (or hoping to lead one someday) will be inspired and surprised by David Levy's keen analysis of the human side of the business of directing animation."---Linda Simensky, vice president, children's programming, PBS "The most comprehensive book on directing animation from one of the best writers in the business."---Bill Plympton, Oscar-nominated indie animation director "Q: How many books on directing animation does it take to screw in a lightbulb? A: One---David Levy's! And if you read this funny and informative book, you'll learn how to get other people to screw in the lightbulbs For you---and love doing it!"---Tom Warburton, TV animation director, creator, Cartoon Network's *Codename: Kids Next Door* "Once again, David Levy has written a book that is an absolutely vital read to anyone interested in starting, or already in the midst of, a career making animated films. Levy has compiled essential information from the industry's top talents, as well as the independent filmmaking community, telling it like it is and offering strong advice from decades of practical experience. A must-have!"---Jerry Beck, coeditor of *CartoonBrew.com* and author of *The 100 Greatest Looney Tunes Cartoons* Both experienced and aspiring animation professionals will find *Directing Animation* a comprehensive and entertaining guide to understanding the director's creative role in managing the entire animation process. An animation director doesn't simply direct animation. He or she directs people who animate and must be equally able to relate to the crew, producers, writers, creators, and clients. In addition to over eighty photographs and illustrations, *Directing Animation* includes

insider tips and firsthand experiences from animators, directors, and producers, revealing the best ways to manage the production process while creating a workplace that is both efficient and fun.

Action Analysis for Animators - Chris Webster 2012

Extensive illustrations of people and animals in motion that break down the action in a step-by-step manner.

Simplified Drawing for Planning Animation - Wayne Gilbert 1999

Step by step approach to drawing the human body in a simplified structural way for planning animation. Designed for animators but extremely beneficial for artists of all kinds.

Drawn to Life - Walt Stanchfield 2013

Dead Right - David Frum 1994-07-13

Forbes columnist David Frum presents a penetrating examination of what went wrong with the conservative movement during the Reagan-Bush years. Based on interviews with Republican leaders, pollsters, fund raisers, and journalists, Dead Right reveals why the party is in ideological disarray--and how it could dynamically renew itself.

Elemental Magic - Joseph Gilland 2012-12-12

Create amazing animated effects such as fiery blazes, rippling water, and magical transformations. Animation guru Joseph Gilland breaks down the world of special effects animation with clear step-by-step diagrams and explanations on how to create the amazing and compelling images you see on the big screen. 'Elemental Magic' is jam-packed with rich, original illustrations from the author himself which help explain and illuminate the technique, philosophy, and approach behind classical hand drawn animated effects and how to apply these skills to your digital projects.

Graphic La 2nd Edition - Robh Ruppel 2021-06-29

Drawn to Life - Volume 2 - Walt Stanchfield 2012-11-12

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over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form. Written by Walt Stanchfield (1919-2000), who began work for the Walt Disney Studios in the 1950s. His work can be seen in films like Sleeping Beauty, The Jungle Book, 101 Dalmatians, and Peter Pan. Edited by Academy Award®-nominated producer Don Hahn, who has produced such classic Disney films as Beauty and the Beast and The Lion King.

Brain Storm - Don Hahn 2011-05-31

Whether you're writing a novel, painting with watercolors, composing a symphony, or baking peanut butter cookies, creativity plays a crucial role in achieving satisfaction and excellence. But, for many of us, accessing our creative core is difficult, if not impossible. Now, acclaimed film producer Don Hahn offers his own unorthodox, yet highly effective methods for reawakening the creative spirit.

Walt Disney Animation Studios The Archive Series: Design - Walt Disney Animation Research Library 2010-11-23

Whether it consists of quick sketches on a lunch counter napkin, elaborate paintings in oils or watercolors, or dazzling computer renderings, the unparalleled creative process of Disney artists is lavishly showcased in Design, the third volume of The Walt Disney Animation Studios - The Archive Series. Among the incredible talents featured in this volume are Albert Hurter, Ferdinand Horvath, Joe Grant, Maurice Noble, Gustaf Tenggren, Tyrus Wong, Kay Nielsen, David Hall, Mel Shaw, Mary Blair, Bianca Majolie, Yale Gracey, Eyvind Earle, Walt Peregoy, Ken Anderson, James Coleman, Jean Gillmore, Rowland Wilson, Glen Keane, Chris Sanders, Andreas Deja, Mike Gabriel, Mike Giaimo, Hans Bacher, Chen Yi Chang, Paul Felix, Aaron Blaise, Ian Gooding, and John Musker. Design represents a rare opportunity to again enjoy a glimpse into the truly spectacular trove of treasures from the Walt Disney Animation

Research Library.

The Animator's Survival Kit - Richard Williams 2012-09-25

The Academy Award-winning artist behind Who Framed Roger Rabbit? draws on his master instruction classes to demonstrate essential techniques required of animators of any skill level or method, in an updated edition that provides expanded coverage of such topics as animal gaits and live action. Simultaneous.

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legendary lectures from long-time Disney animator Walt Stanchfield. For over twenty years, Walt helped breathe life into the new golden age of animation with these teachings at the Walt Disney Animation Studios and influenced such talented artists as Tim Burton, Brad Bird, Glen Keane, and John Lasseter. These writings represent the quintessential refresher for fine artists and film professionals, and it is a vital tutorial for students who are now poised to be part of another new generation in the art form."--Page 4 of cover.